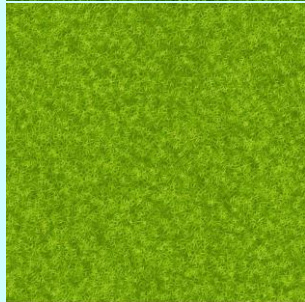


RULES

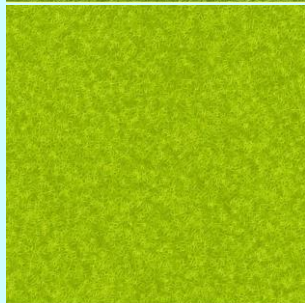
Grass Watering Simulator 2018



Perfect



Good



Acceptable



Poor



Dead

- The player starts with \$800, and gets \$400 at the start of each week after the first.
- There are 5 shades that grass can be: Perfect, Good, Acceptable, Poor, and Dead.
- The game starts with all patches being random states.
- Each patch of grass costs \$10 to water.
- A Homeowners Association Representative comes at the end of each week to check on the grass.
 - The fine for 20% Poor grass is \$25.
 - The fine for Dead grass is \$50. This applies to each patch of Dead grass.
- Watering a patch of grass increases its state by two, and all surrounding states by one.
- Dead grass can also not be re-watered, it needs to be replaced for \$25. It is replaced in the perfect state.
- It is possible for grass to be overwatered, if the grass patch surpasses the Perfect state then it becomes Dead.
- The grass decreases in one state per day.
- The Player wins if all grass is Acceptable or above at the end of the month.